MONSTER MAZE
by
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Monster Maze is just that—a 10-floor maze filled with monsters, as well as gold bars and vitamin pills. Your object is to gain points by collecting gold, killing monsters, and eating vitamins. Vitamin pills also give you the necessary strength to kill the monsters.

STARTING THE GAME

After booting your computer, you will see the title page with the prompt, **HIT ANY KEY.** Then you will see the prompt, **PROGRESSIVE DIFFICULTY LEVELS (Y/N)?** If you answer **Y** for yes, your skill level will go up automatically as your score increases. If you answer **N** for no, you will remain at the same skill level throughout the game. The higher your skill level, the more accurately the monsters can track you down.

The next prompt asks **STARTING DIFFICULTY LEVEL (0-8)?** Enter a number between zero and eight to determine your skill level.

ENTERING THE MAZE

Next, you will be transported into a three-dimensional maze. You can see five steps ahead of you, provided there are no intervening walls. Gold bars litter the floor. As you move across them, they will be picked up automatically. On the right, a text window displays your score, skill level, and remaining lives. You are allotted nine lives per game.

You move using a joystick or keyboard input. Refer to the tables on the reverse side of this card for movement commands. As you change directions, the colors on the screen change, too, to help you orient yourself.

There are 30 monsters running around the 10 floors. They can be successfully attacked only if you are vitamin charged. There are 30 vitamin pills scattered throughout the 10 floors, and their effect lasts for 30 movements or "steps". A notation will appear in the text window when you are vitamin charged. An **ALERT** notation will also appear in the text window when a monster is drawing near. The monsters will run away from you when you're vitamin charged with the same fervor they use in tracking you down at other times.

Each floor of the maze has two holes in it, allowing you to fall to the floor below. These holes in the floor show up as holes in the ceiling of the floor below. Since monsters may also fall through these holes, it is unwise to loiter in the vicinity of a hole in the ceiling. You may have unannounced "vistors" dropping in on you. You are not even safe on the first floor; the 10th floor "wraps around" to the first, creating a circular path.

You start with nine lives. Each time a monster is encountered without benefit of a vitamin charge, one life is lost, and you are randomly placed at another place on the same floor. When all lives are lost, the game is over.

OVERSEEING THE MAZE

By using the appropriate command (see tables on reverse side of this card), you get an overhead view of the floor you are on. You cannot move in this mode, but the monsters can! This mode shows where you are in relation to the monsters, vitamin pills, and gold bars on the current floor. Use the same command to return to the 3-D mode, and continue the play.

STARTING AGAIN

At any point during the game, you may use the restart command (see tables on reverse side of this card). The maze will then be entirely restocked with gold, monsters, and vitamins; and you continue building on your current score. Rebooting the computer will start the game from scratch.

MONSTER MAZE
VIC-20

MOVEMENT COMMANDS

Using Keyboard

Key	What It Does
<	Face left
>	Face right
↑	Move forward one step
=	Turn around
(space bar)	Jump over next step
R	Restart game
P	Change modes—3-D to overhead or vice versa

Using Joystick

Forward	Move forward one step
Left	Face left
Right	Face right
Back	Jump over next step
Fire button	Change modes—3-D to overhead or vice versa

SCORING

Gold Bars	1 point times skill level
Vitamin Pill	20 points times skill level
Monsters	100 points times skill level
Bonus	100 points times skill level when clear a floor of all gold bars the *first* time you are on that floor.

LEGEND FOR OVERHEAD VIEW

X	You, the player
●	Monster
–	Gold Bar
+	Vitamin Pill
∅	Hole in floor
○	Hole in ceiling

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